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DeskPaint & DeskDraw

DeskPaint & DeskDraw are a pair of high-powered graphic editors that work in a stand-alone application environment, or as convenient desk accessories.

Use DeskPaint & DeskDraw individually, or inside your favorite applications to create and edit black and white or color images. They're invaluable inside programs like Word™, PageMaker™, WriteNow™, Quark Xpress™, MacWrite™, and FileMaker™.

DeskPaint & DeskDraw work in black and white on all Macs. And if you have a color or gray scale monitor and board, they'll work with images up to 16.7 million colors (2, 4, 8, 16, and 24 bit graphics boards and monitors supported).

Features common to both

✔ On-line manual for instant help. A real time saver.

✔ Tutorial manuals are illustrated with annotated screen shots that teach you step-by-step.

✔ Reference manual with comprehensive index.

✔ Easy installation. Just double-click the install program and everything is installed for you.

✔ Rulers (inches, cm, mm, pts, picas).

✔ Multiple windows.

✔ Edit at any of 7 levels of magnification.

✔ Work in an application environment or use as convenient desk accessories.

✔ Duplicate selections relative to distance moved to create charts, forms, patterns, and more.

✔ Change document size anytime. DeskDraw documents can be up to 50 x 50 inches. DeskPaint documents can be up to 4,000 x 4,000 pixels.

✔ Complete black & white and color copy modes. Includes transparent, opaque, blend, tint, and many special effects.

✔ Preview pages before printing.

✔ Interchangable color palettes.

DeskDraw
Object-oriented graphics

DeskDraw is a full-featured draw program. Use it to create and modify object-oriented images. The beauty of DeskDraw is that each object may be moved and manipulated at any time, without disturbing other objects.

This makes it ideal for page layout, forms, and diagrams, where lots of changes take place.
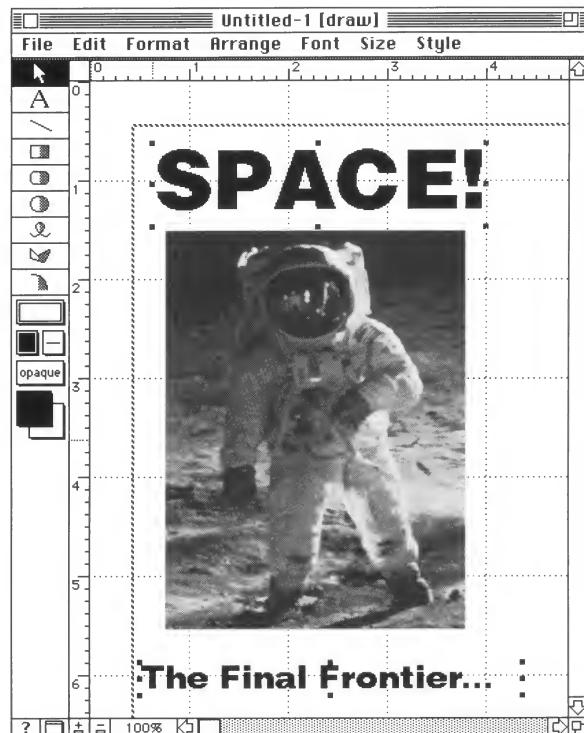
❑ Rotate text & objects 360 degrees.

❑ Intermix objects with DeskPaint images.

❑ Works in black and white, color, or gray scale.

❑ Objects can be created and edited, including arcs, lines, polygons, ovals, arrows, and rectangles.

❑ Reshape and smooth polygons. Add and remove points. Edit auto traced objects from DeskPaint.

❑ Mix fonts, size, & styles in a text block.

❑ Change colors, copy modes, and patterns.

❑ Align objects vertically and horizontally.

❑ Snap to grid with definable ruler divisions.

❑ Edit colors.

❑ Print to QuickDraw™ and PostScript™ printers.

DeskPaint
Bitmap graphics

DeskPaint is a universal paint program for the Mac. Design, create, and modify all sorts of images, from black and white, to color and gray scale.

And since it works in an application environment, or as a desk accessory, it's there whenever you need it.

Black and white

❑ Supports black & white on all Macintoshes.

❑ Supports MacPaint, TIFF, and PICT files.

❑ Distort, flip, slant, skew, stretch, invert, trace edges, free rotate, and more.

❑ Three lassos: normal , quick-click, and straight-line.

❑ Powerful cropping features.

❑ Scale selections manually or by percent.

❑ Eight black and white copy modes. Including opaque, transparent, negative, etc.
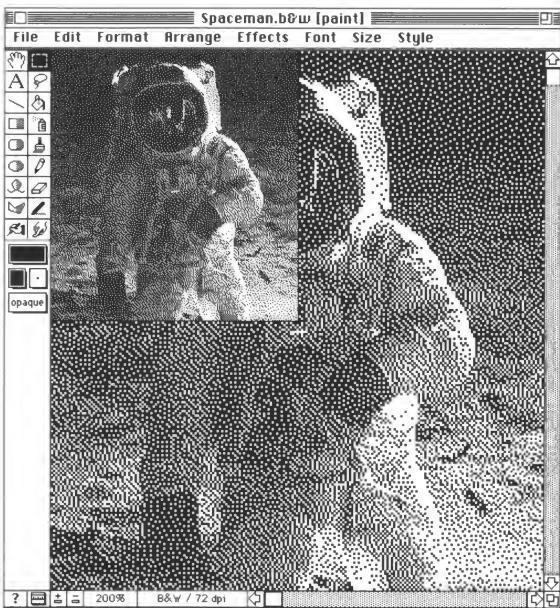
❑ Auto trace black and white bitmaps to create object-oriented polygons and lines you can edit and manipulate in DeskDraw.

❑ Rotate selections 360 degrees.

❑ Edit scanned images.

❑ Browse clipart folders and scrapbooks.

❑ Spray can, smoothing, and charcoal tools.

❑ Over 180 editable patterns.

❑ Dots per inch (dpi) from 16 to 4,000.

Gray scale

❑ Gray scale is supported on Macintoshes with a gray scale or color monitor and card.

❑ Supports palettes for 4, 16, or 256 gray levels.

❑ Convert gray scale images to color or black and white diffusion.

❑ Use "Image Control" for setting brightness, contrast, and sharpness of grays.

❑ Filters for feathering edges and blending selections into a background.
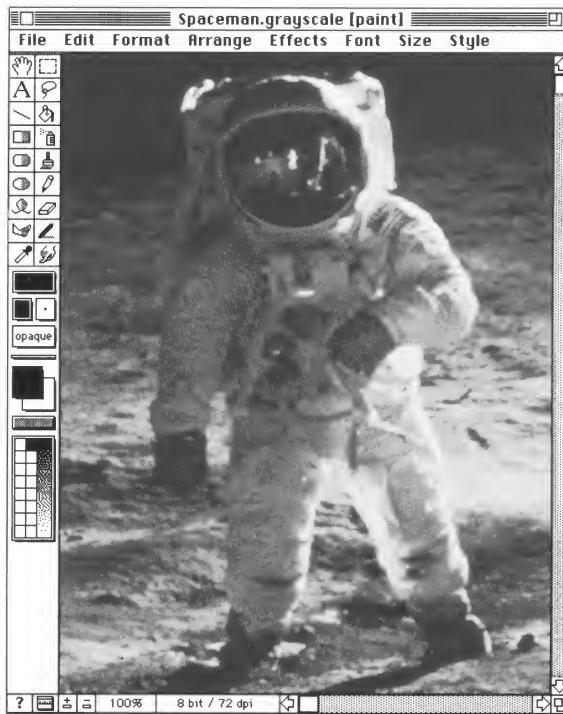
❑ Graduated fills including directional and starburst.

❑ Smart lasso for masking gray levels. Ten levels of sensitivity.

❑ Smart paint bucket for filling only selected ranges of gray or reverse fills. Sensitivity is selectable.

Color

❏ Color and gray scale is supported on the Macintosh SE30 and all Macintosh II and compatibles.

❏ Support for all color levels including 2, 4, 8, 16, & 24 bit color boards from Apple®, RasterOps™, Radius™, and SuperMac™.

❏ Convert documents from one color level to another (you don't have to restart DeskPaint to do this).

❏ Change color levels in the "Control Panel" without leaving DeskPaint (it *senses* the color settings automatically to save you time).

❏ Convert color images to diffused black and white halftones for printing.

❏ File support and conversions for MacPaint, TIFF, PICT1, and PICT2.

❏ "Smart lasso" masks foreground or background colors. Set color sensitivity.

❏ "Smart paint bucket" fills selected colors or masked colors with solid or graduated fills. Even find and replace colors. Set color sensitivity.

❏ Color filters let you diffuse edges of selections and blend images into backgrounds. Transparent , starburst, and graduated filters.

❏ Six ways of choosing colors.

❏ Edit and define colors and palettes.

❏ Use "Image Control" to adjust red, green, and blue color levels. Set brightness, contrast, and sharpness to improve the quality of nearly all color images.

❏ Lighten, darken, soften, and sharpen images.

❏ Use tools in "Blend" mode to emulate paint pressure. Feels like color pastels and colored pencils.

❏ Print to many color printers like the Hewlett Packard PaintJet™, Sharp™, Tektronix™, QMS™, and other PostScript™, and 32-bit QuickDraw™ compatible printers.

❏ Foreground and background color text.
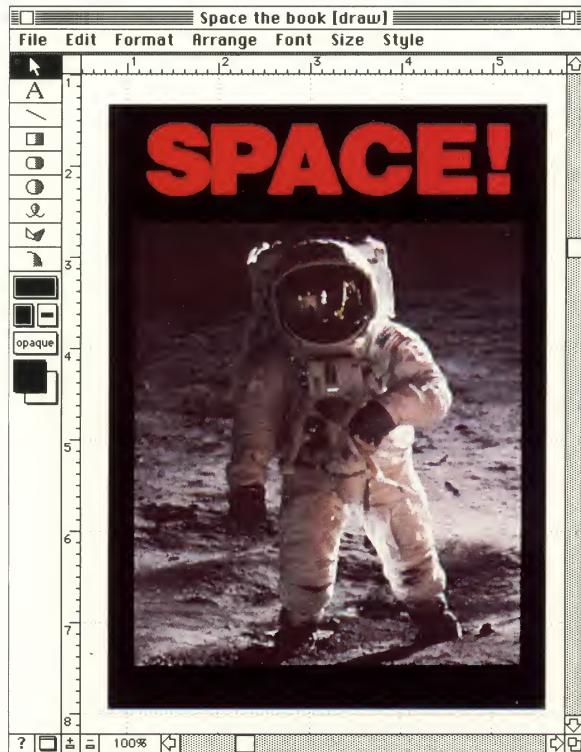
Use DeskPaint for bitmap editing, and DeskDraw for laying out text, draw, and paint objects.

System Requirements:

- **Black and white graphics:** Any Macintosh Plus or compatible with a megabyte or more memory. A hard disk is required for large bitmap documents. Two 800K disk drives will work with smaller documents.

- **Color and gray scale graphics:** Any Macintosh compatible with 32-bit color QuickDraw and a 1, 2, 4, 8, 16, or 24 bit graphic board. One megabyte or more memory required. Two megabytes of memory and a color or gray scale monitor recommended. System 6.03 or higher, 32-bit QuickDraw™, and a hard disk are required.

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